

Name: _____
Player: _____
Gender: _____
Age: _____

Race: _____
Planet: _____
Alliance: _____
Rank: _____



CHARACTERISTICS

Body	Strength ()	<input type="text"/>	Mind	Wits ()	<input type="text"/>	Spirit	Presence ()	<input type="text"/>	Others	Initiative	<input type="text"/>
	Dexterity ()	<input type="text"/>		Perception ()	<input type="text"/>		Will ()	<input type="text"/>		Movement ()	<input type="text"/>
	Endurance ()	<input type="text"/>		Tech ()	<input type="text"/>		Faith ()	<input type="text"/>		Defense (1)	<input type="text"/>

Vitality	<input type="radio"/>	Natural Skills	Fight	_____	Warfare	_____	Wyrd	
	<input type="radio"/>		Gaming	_____	Watercraft	_____		
	<input type="radio"/>	Influence (3)	_____	Gunnery	_____	Xeno Lore []		_____
	<input type="radio"/>	Lore [] (3)	_____	Investigation	_____	Xeno Lore []		_____
	<input type="radio"/>	Melee (3)	_____	Knavery	_____	_____		_____
	<input type="radio"/>	Observe (3)	_____	Landcraft	_____	_____		_____
	<input type="radio"/>	Phoenix Empire Lore (3)	_____	Leadership	_____	_____		_____
	<input type="radio"/>	Planetary Lore (3)	_____	<i>Life Science</i>	_____	_____		_____
	<input type="radio"/>	Sneak (3)	_____	Lockpicking	_____	_____		_____
	<input type="radio"/>	Throwing (3)	_____	Lore []	_____	_____		_____
	<input type="radio"/>	Vigor (3)	_____	Lore []	_____	_____		_____
	<input type="radio"/>	Learned Skills	Lore []	_____	_____	_____		_____
	<input type="radio"/>	Aircraft	_____	Lore []	_____	_____		_____
	<input type="radio"/>	<i>Applied Science</i>	_____	Performance []	_____	_____		_____
	<input type="radio"/>	Archery	_____	Performance []	_____	_____		_____
	<input type="radio"/>	Artifact Melee	_____	<i>Physical Science</i>	_____	_____		_____
	<input type="radio"/>	Artillery	_____	Physick	_____	_____		_____
	<input type="radio"/>	Arts []	_____	Ride	_____	_____		_____
	<input type="radio"/>	Arts []	_____	Self Control	_____	_____		_____
	<input type="radio"/>	Athletics	_____	Sleight of hand	_____	_____		_____
<input type="radio"/>	Beastcraft	_____	Slug Guns	_____	_____	_____		
<input type="radio"/>	Bureaucracy	_____	Social Science	_____	_____	_____		
<input type="radio"/>	Craft []	_____	<i>Spacecraft</i>	_____	_____	_____		
-2	<input type="radio"/>	Craft []	_____	<i>Spacecraft Operations</i>	_____	_____	<input type="radio"/>	
-4	<input type="radio"/>	Demolitions	_____	Streetwise	_____	_____	<input type="radio"/>	
-6	<input type="radio"/>	Disguise	_____	Survival	_____	_____	<input type="radio"/>	
-8	<input type="radio"/>	Empatía	_____	<i>Tech Redemption</i>	_____	_____	<input type="radio"/>	
-10	<input type="radio"/>	Energy Guns	_____	<i>Terraforming</i>	_____	_____	<input type="radio"/>	
	<input type="radio"/>	Etiquette	_____	<i>Think Machine</i>	_____	_____	<input type="radio"/>	
			_____	Torture	_____	_____	<input type="radio"/>	

Occultism
Psi ☐ ☐ Urge
Theurgy ☐ ☐ Hubris

Blessings / Curses					Benefices / Afflictions			Victory Chart	
Name	+/-	Trait	Situation	Pts.	Benefices	Pts.	Afflictions		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
								Dice	VP
								1	0
								2-3	1
								4-5	2
								6-7	3
								8-9	4
								10-11	5
								12-13	6
								14-15	7
								16-17	8
								18-19	9
								20	*

